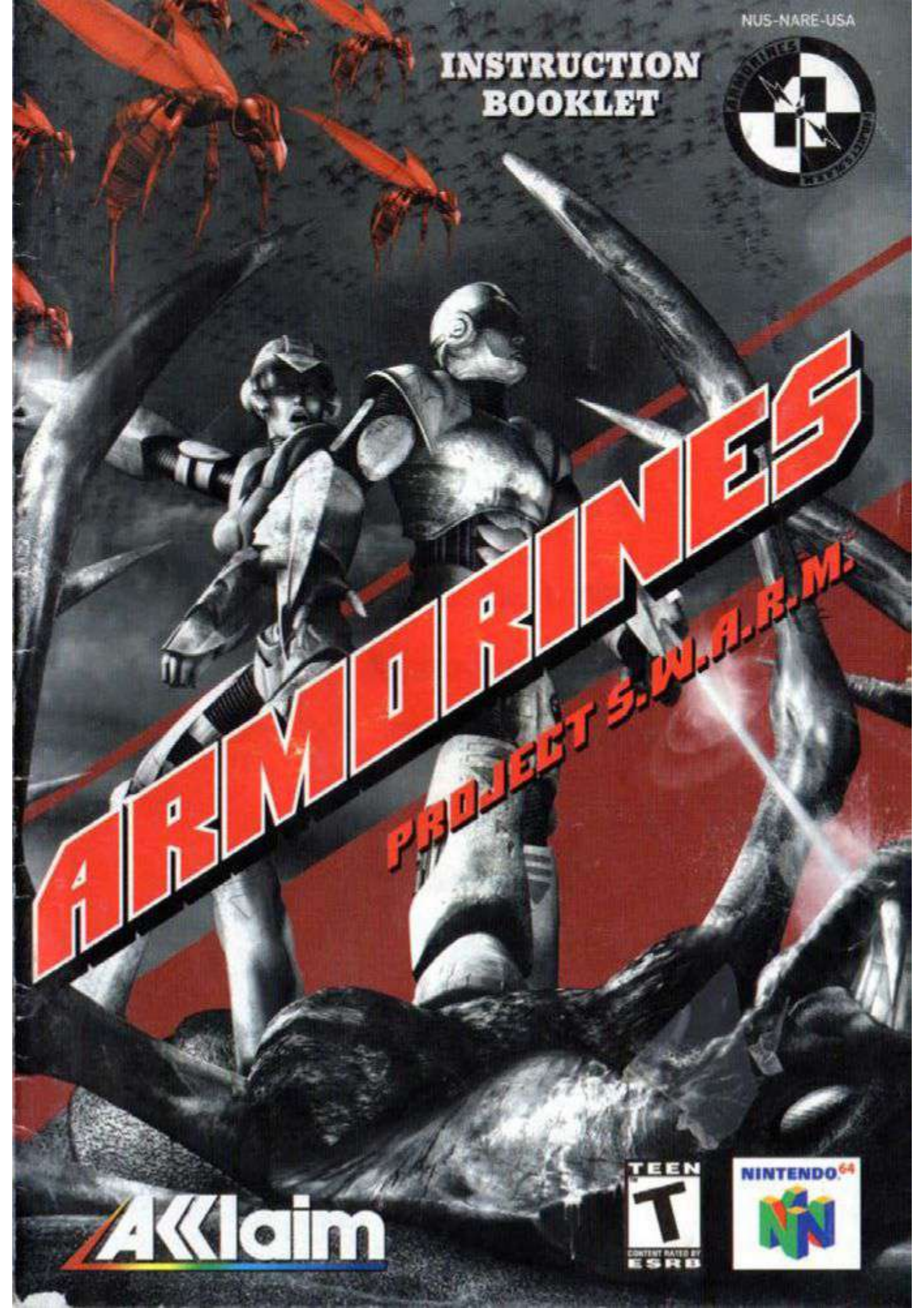
NUS-NARE-USA

INSTRUCTION BOOKLET



TEEN
T
CONTENT RATED BY ESRB

NINTENDO 64

Acclaim

WARNINGS AND CONSUMER INFORMATION

WARNING:PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY. ®

TEEN
ANIMATED BLOOD ANIMATED VIOLENCE

LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

Loading ____ 3

Introduction ____ 4

Menus ____ 5

Options ____ 6

Playing the Game ____ 8

Default Controls ____ 8

Alternate Controls ____ 10

Basic Game Objective ____ 12

Pick Ups ____ 13

Weapons ____ 14

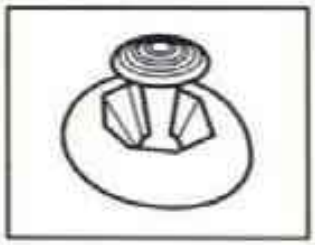
Know Your Enemy ____ 16

Hints & Tips ____ 17

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons.**

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING:

1. Make sure the power is off on your Nintendo® 64 control deck.
2. Insert your **ARMORINES** Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert controller into controller socket 1.

NOTE: ARMORINES is for 1- 4 players. Each player must insert a controller into a controller socket at this time.

4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON (important: make sure not touch the **CONTROL STICK** when doing so).

This game is compatible with the Controller Pak™ and Rumble Pak™ accessories. Before using the accessories please read the Controller Pak and Rumble Pak accessory instruction books carefully. Follow on screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

The game is compatible with the N64 Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory. N64 Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory of the N64 Expansion Pak. Look for this icon on specially designed games. (to the right of the text, can you show the line drawing of the Expansion Pak).

INTRODUCTION:

For centuries the human race had gazed in wonder at the brilliant clusters of white light that dominate the night skies. One unanswered question had constantly plagued our ever-inquisitive minds..... Are we alone in the universe?

If not, would our interstellar neighbors be wise, peaceful and benevolent, or would they be savage, hostile and predatory? Would they bring wisdom and hope to our world or would they bring destruction and death? These profound questions remained unanswered as the human race entered the third millennium of history.

Our past has been tainted with war. Many hoped that extraterrestrial life would bring advanced philosophies and technologies to our culture, helping humanity embrace the next thousand years with optimism and a new era of multi-cultural co-operation.

Our planet is the only home we have.

When the extraterrestrial life came, it brought bloody chaos, the ransacking and pillaging of our beautiful world. The Bugs did not seek co-existence, they sought extinction. Nobody understood the motives behind their unholy agenda.

They swiftly overwhelmed all military opposition. Defenses were infiltrated and used against us. Poisonous clouds issued from their hives. Those who could not flee, perished or were trapped in whatever shelter they could find.

We had to match their awesome power if we were to have a chance of defeating them.

The **ARMORINES** were the miracle we needed. A highly advanced, highly classified, virtually indestructible fighting force, equipped to survive the terrifying might of a nuclear conflict. They were created to cheat death and stare it in the face.

They stand between us and the darkness.

They are our last hope for survival.

ARMORINES MENUS:

Use the **CONTROL PAD/STICK** to highlight an item. Press **START** or the **A BUTTON** to confirm a choice/go to the next screen. Highlight **GO BACK** and press **START, A** or **B** to return to the previous screen. At the title screen press **START.**

MAIN MENU

At the Main Menu, you have these choices:

SINGLE

Start a new single player game.

COOPERATIVE

This is for 2 players, each assuming either the male or female character. You will both follow the single player missions.

PASSWORD

This screen allows you to enter your hard-earned passwords.

Note that Cheat passwords are input on the Option/Cheat menu.

LOAD

This will bring up the Controller Pak Manager screen. From here you can load saved **ARMORINES** games.

MULTIPLAYER

There are 4 different options at your disposal.

1 - DEATHMATCH

This option for 2-4 players has one objective -- kill or be killed. The player with the most frags triumphs. The game can have a time limit or a target number of kills at the players choice.

2 - RACEWARS

A game for 2-4 players. You can choose to play as any bug you want, each with different attributes and abilities. As with standard Deathmatch, the players can determine whether to have a target number of frags, or to play a timed game .

3 - CAPTURE THE FLAG

This is a team game for 2-4 players. Capture your opponents' flags and return them to your base, while protecting your own flags.

4 - KING OF THE HILL

A game for 2-4 players. Find the score zone (marked by a large flag) and hold your position against the others.

OPTIONS

When you select Options, you will come to the options sub screen, where you can select **Options, View Credits** or **Cheats.** Highlight Go Back and press **START** or the **A BUTTON** to return to the **MAIN MENU.**

MUSIC VOLUME

Use the **CONTROL PAD/STICK** to adjust/turn off the music volume.

SOUND FX VOLUME

Use the **CONTROL PAD/STICK** to adjust/turn off the sound effects volume.

STEREO

Turn Stereo sound ON or OFF

DIFFICULTY

Select the Normal or Hard skill setting.

CONTROL TYPE

Select **ARMORINE** or **ALT** 1-4 control methods.

LOOK SPRINGS

When **ON**, your view will "spring" back to a centered position when you release the look control. If **OFF**, the view will remain where it is after the control is released.

AUTO AIM

Set to ON for automatic targeting help.

2-PLAYER LAYOUT

Choose to have a 2-player screen split left/right (Vertical) or top/bottom (Horizontal).

OPACITY

Sets the transparency of the on screen display. Use the **CONTROL PAD/STICK** to select from Clear up to Opaque.

CONTROL STICK HORIZONTAL

Select a number to control the horizontal sensitivity of the **CONTROL STICK.**

CONTROL STICK VERTICAL

Select a number to control the vertical sensitivity of the **CONTROL STICK.**

RESOLUTION

Choose Letter Box Hi Rez (just like in the movies), Hi Rez or Low Rez .
(Note that this option is only available when a Nintendo Expansion Pak is present.)

FRIENDLY FIRE

When set to YES, your weapons cause injury to your teammates and their weapons can hurt you.

When through setting options, highlight **GO BACK** and press **START** or the **A BUTTON** to return to the **OPTIONS SUBMENU.**

VIEW CREDITS

Take a look at the many talented people who worked on Armorines. You can press START at any time to stop the credit scroll and return to the title screen.

CHEATS

This area lets you access different cheats once they are revealed in the game.

PAUSE MENU

Mission Objectives – Review your mission objectives at any time.

Options – Change in-game options from this area.

Cheats – Enter different cheats revealed in the game.

PLAYING THE GAME

DEFAULT CONTROLS

ARMORINES features five different methods of controlling your character. This is achieved by five different sets of button variations.

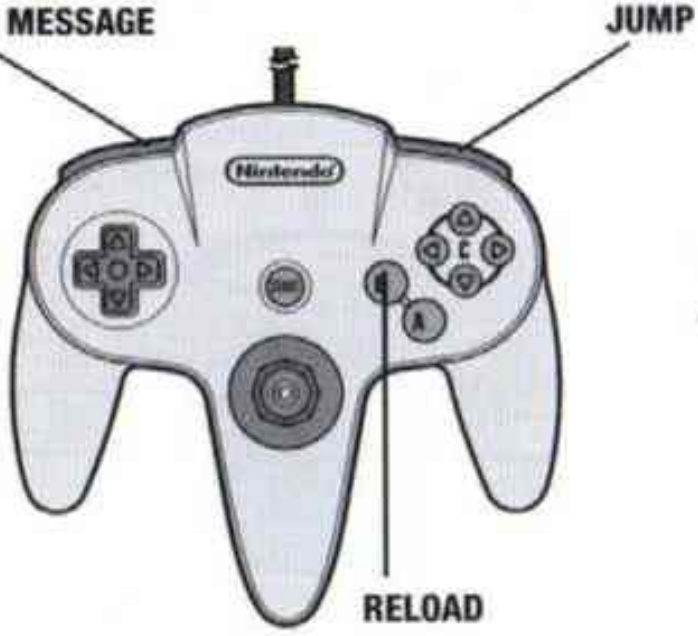
The controls shown are default controls.

ARMORINES (default)

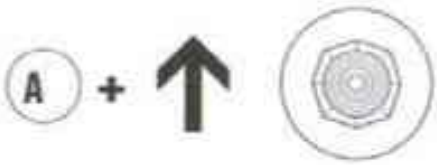
STRAFE LEFT WHILE STANDING / LEAN LEFT WHILE CROUCHING
MOVE FORWARD
STRAFE RIGHT WHILE STANDING / LEAN RIGHT WHILE CROUCHING
LOOK
MOVE BACKWARD

NOTE: LOOKING IS THE SAME AS AIMING. WEAPONS ARE FIRED IN THE DIRECTION YOU ARE FACING.

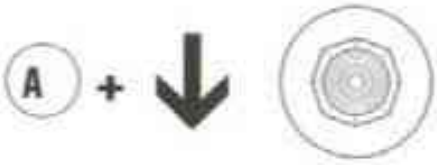
B, LEFT & RIGHT BUTTONS



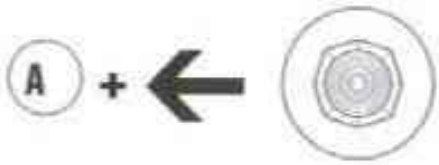
A BUTTON / CONTROL STICK



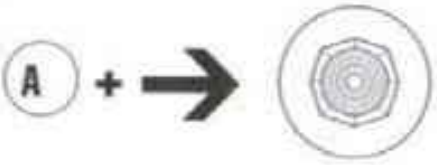
SELECT ENVIRONMENT SPECIAL WEAPON



SELECT THROWING WEAPONS:
MINES
THUMPERS
SPECIAL BEACONS



SELECT ROCKET LAUNCHER (LEWIS)
SELECT GRENADE LAUNCHER (LANE)

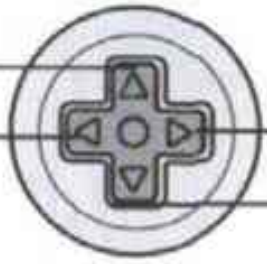


SELECT PLASMA SHOTGUN (LEWIS)
SELECT MACHINE GUN / TASER (LANE)

Z BUTTON (back)

FIRE WEAPON

CONTROL PAD



RELOAD / SHIELD

ENABLE IR GOGGLES (IF PICKUP COLLECTED)

ENABLE ZOOM MODE

CROUCH / STAND

MOVE
You can move in all directions using the **C BUTTONS.**

FIRE
The **Z BUTTON** is used to operate the weapons. It is necessary to hold the **Z BUTTON** for up to 3 seconds after the environment weapon has been selected in order to achieve a more powerful shot.

CHANGE WEAPON/ ITEM
Toggle around the available weapons and items by holding the **A BUTTON** and tapping the **CONTROL STICK LEFT** or **RIGHT.**

LOOK
The **CONTROL STICK** enables the **ARMORINE** to move around.

STRAFE RIGHT/LEFT
The **LEFT** and **RIGHT C BUTTONS** enable the **ARMORINE** to move left and right while still facing forward.

JUMP
The **RIGHT BUTTON** enables the **ARMORINES** to jump onto and across things.

CROUCH
The **ARMORINES** can enter small spaces by crouching. This is achieved by pressing **DOWN** on the **CONTROL PAD.**

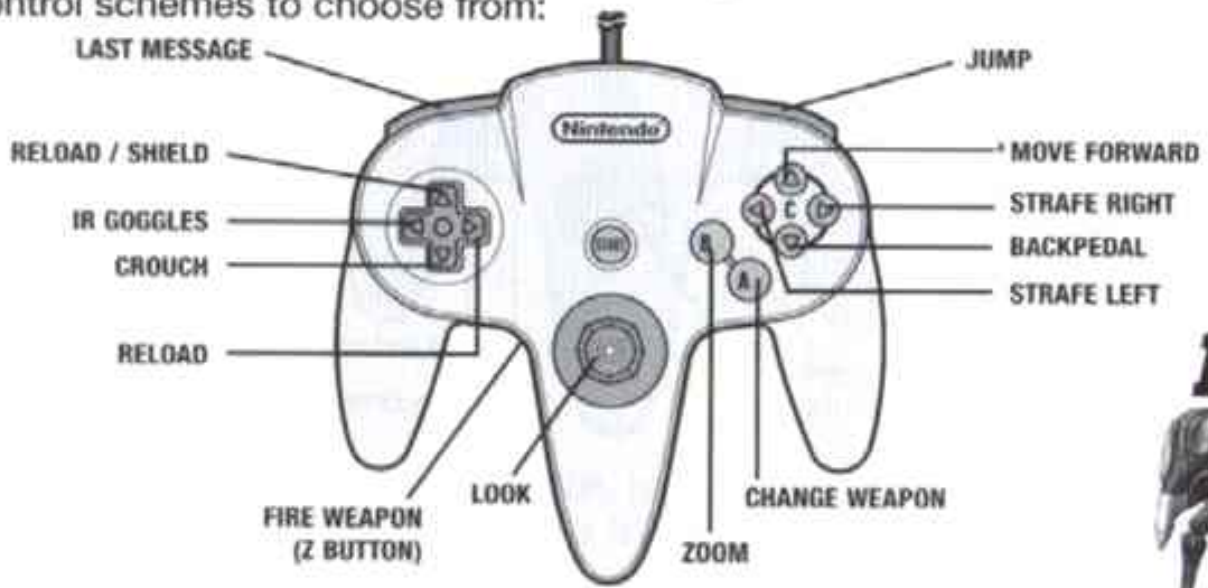
When crouching press the **UP C BUTTON** to allow the **ARMORINE** to crawl.

ZOOM MODE
To enable Zoom mode, press **RIGHT** on the **CONTROL PAD** (press it again to exit Zoom mode). To zoom in hold the **R BUTTON** and press the **TOP C BUTTON.** To zoom out, hold the **R BUTTON** and press the **BOTTOM C BUTTON.**

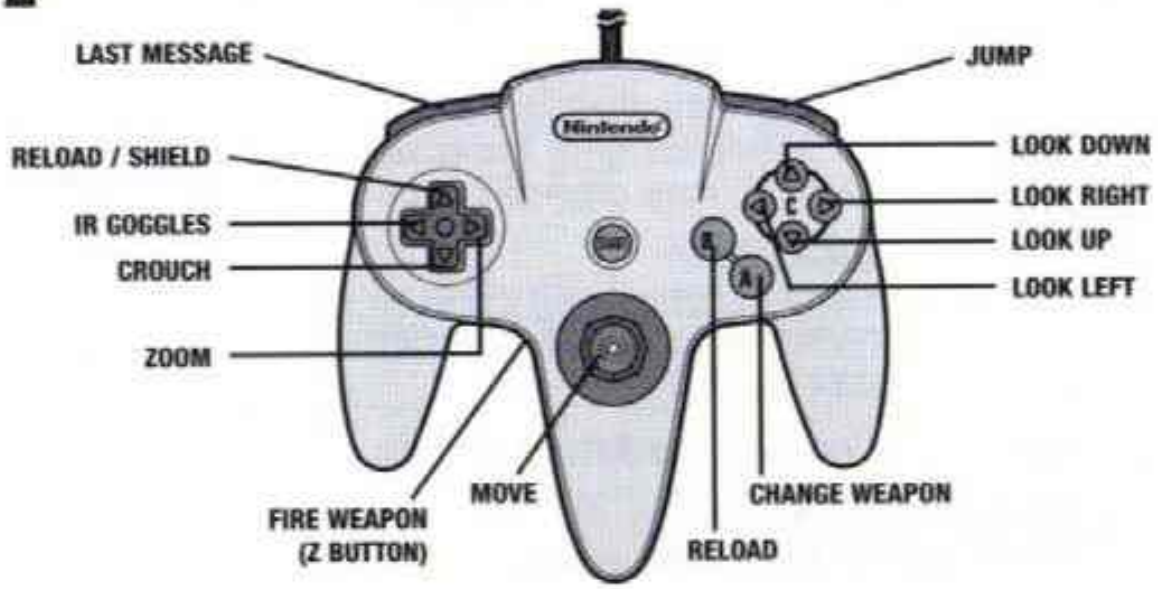
SHIELD
Lewis has a shield that is activated by holding **UP** on the **CONTROL PAD** (tapping will reload your weapon).

ALT 1

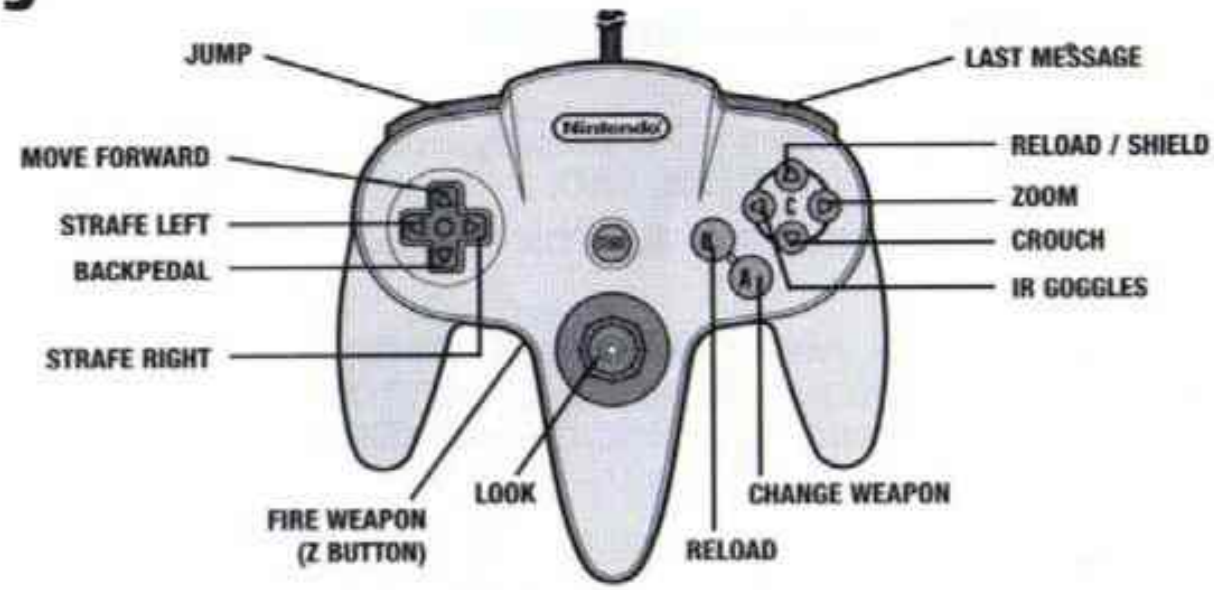
Beside the default (Armorine) control configuration, there are four alternate control schemes to choose from:



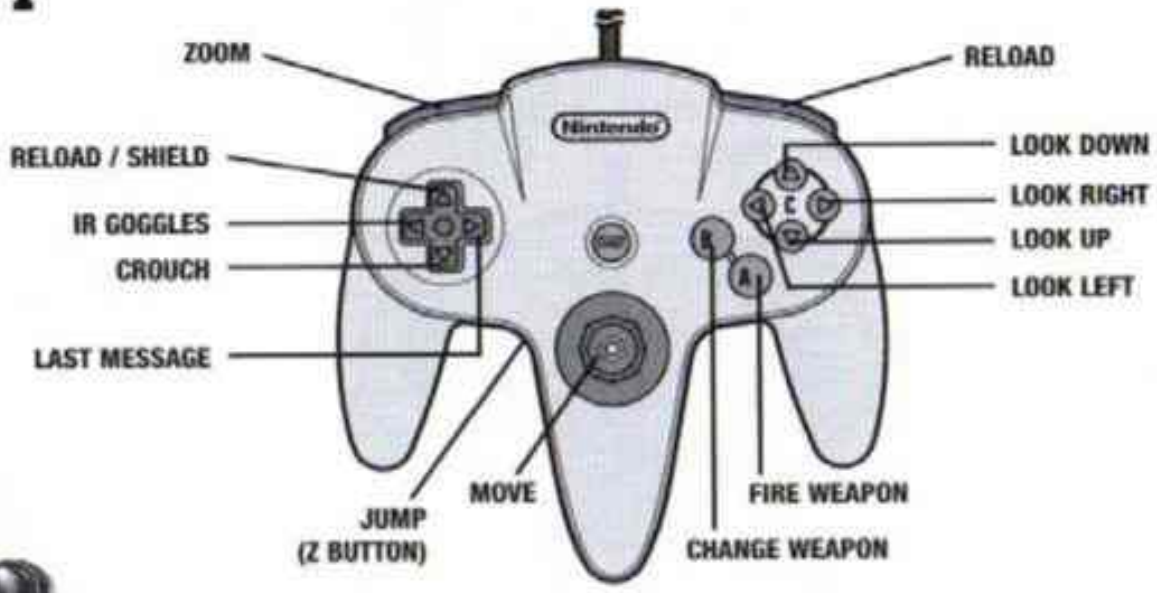
ALT 2



ALT 3



ALT 4



Once zoom is enabled, hold **JUMP + MOVE FORWARD** to zoom in, and **JUMP + MOVE BACKWARDS** to zoom out.

BASIC GAME OBJECTIVE

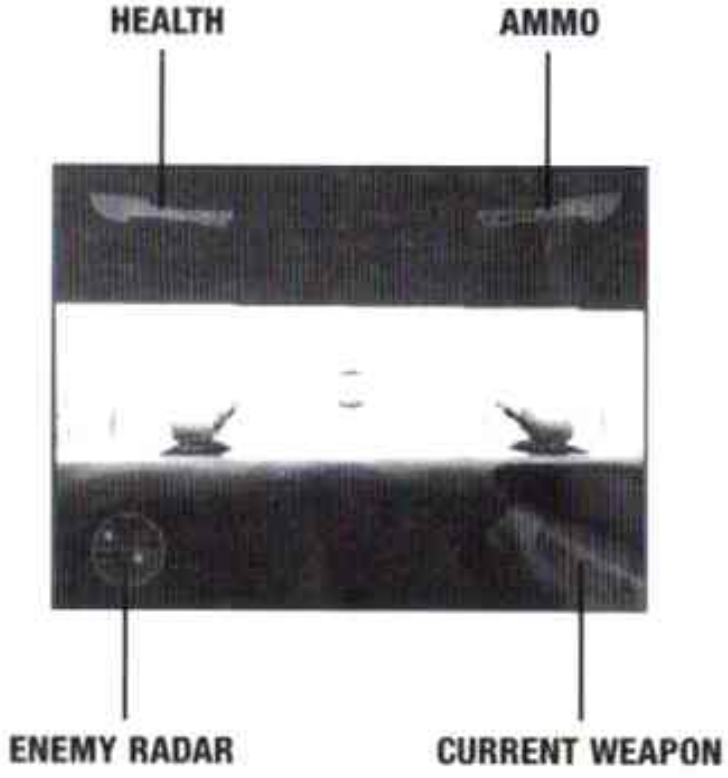
A marauding alien life form that we call the Bugs has invaded four locations on Earth: a military base in Siberia, an ancient temple in the South American jungle, a volcanic island in the South Pacific and an area of mountains and desert in Egypt.

Military intelligence has been unable to determine their exact motives, but we must conclude that the occupation of these regions fulfills an essential role in their ghastly strategy.

You must engage the Bugs with lethal force at each location and gradually expel all Bug infestation from this planet. The battle will not be easy. They are the most vicious hostile force ever encountered. Along the way you will be presented with a series of tasks and objectives vital to the success of your mission. You will have the difficult task of liberating civilians from the Bugs' vile clutches. And you will have the still more difficult task of staying alive.

The world is with you. Confidence is high.

GAME SCREEN



PICK UPS

ARMOR

There are three types of armor with different values.

Helmet - 20 armor points.

Boots & Gloves - 50 armor points.

Vest - 100 armor points.

VISORS

These IR goggles enable you to see in the dark.

THUMPER

Our scientists have isolated a signal used by the Bugs, presumably for communication. The Thumper sends this signal reverberating through the ground and the air. Hopefully it will distract the Bugs if carefully placed, allowing you to pass undetected, or to ambush them.

SMART BOMB BEACONS

Place the smart bomb beacons in areas where you need precision missile strikes. You will be directed by your superiors when and where to use them.

ADRENALINE

A massive chemical boost is contained in this pickup -- it will allow you to fight harder for a brief period.

CAMOUFLAGE

When using the camouflage pick up, the Player is hidden from other players (THIS IS ONLY ACCESSIBLE IN MULTIPLAYER).

MINES

Use these carefully! They send out a devastating explosion in a close radius to where they are dropped. They detonate shortly after they are dropped, rather than if a Bug stands on one. You will find them as pick ups around the level.

WEAPONS

Depending on your character, you begin the game with two or three basic weapons: 1 melee range, 1 energy and 1 explosive projectile. You keep these weapons throughout the game. Only the explosive weapon will run out of ammo, but it can be reloaded by collecting the appropriate ammo pick up.

In addition to the **ARMORINE** weapons, you will find an extra weapon in each environment. Some are air dropped in by the military to aid you, others are unique to the environment you are in and you will have to experiment with them.

These "special weapons" are exclusive to the environment they are found in, and cannot be carried to the next environment.

An **ARMORINE** is also in possession of a hugely explosive "ultimate weapon." As it is imperative that the **ARMORINE'S** suit should not fall into the hands of the enemy, it is equipped with a powerful nuclear charge. If there is danger of the player not returning to base (i.e., should you reach zero armor points), the suit is programmed to self-destruct.

AMMUNITION

Ammunition comes in several different forms. There are rocket packs for Lewis and grenade boxes for Lane. These will be airdropped over your mission zones by the military, and troopers may have left others on the ground. Additionally, each "special weapon" will have its own power up that not only reloads the weapon but may also increase its damage capability.

LEWIS SHIELD

If Lewis is under serious attack, his suit is fitted with a power shield that will protect him from any attack. This uses up suit power, though, and can only be used for a short amount of time.

LEWIS ENERGY WEAPON

This plasma blaster is the main weapon Lewis will use in his missions. Although it inflicts considerably less damage than the rocket launcher, it will never run out of ammunition. It will regularly need recharging, after every 20 shots fired. Do so by hitting the reload button.

LEWIS EXPLOSIVE PROJECTILE WEAPON

This powerful rocket launcher is equipped with a full supply of ammo at the beginning of the game. You'll need to find ammo pickups to replenish your supply as you progress through the game.

LANE MELEE WEAPON:
This cattle prod style weapon will inflict more damage than the energy weapon if you have the nerve to get close to the Bugs.

LANE ENERGY WEAPON:
This rapid-fire energy rifle serves as Lane's main weapon as you progress through the game. As before, while it inflicts less damage than the other three **ARMORINE'S** weapons, it never runs out of ammo. Again, it will regularly need recharging after every 50 shots fired (hit the **RELOAD BUTTON** to recharge).

LANE EXPLOSIVE PROJECTILE WEAPON:
This grenade launcher will be fully supplied with ammo at the beginning of the game. You will need to collect fresh supplies from pick-ups as the game progresses.

SPECIAL WEAPONS

There are 5 special weapons exclusive to each environment. You can power up the weapons 3 times as you progress throughout the environment, so don't pass up an opportunity to pick-up a weapon you already have.

SIBERIA
LASER RIFLE – A prototype battlefield weapon being developed in the base now overrun by Bugs. Can inflict great damage at a long range.

JUNGLE
CHEMICAL GUN – An experimental weapon dropped in by HQ. Part of your mission will be to locate this weapon.

VOLCANO
SONIC CUTTER – Dropped in by the military to aid you against the rock-like Bugs on the island, this fires a charge which releases a devastating pulse. Hopefully it will be enough to shatter the Bugs' defenses.

EGYPT
SHAFT OF THE PHARAOH – Discovered by the Bugs when they started tunneling beneath the Pyramids, they have used the energy from this ancient weapon to bolster their own attack capabilities. This artifact from our distant past may be the only thing that can save our future! Devastating when fully charged.

HIVE
RESTRICTED ACCESS - Information on this weapon is currently classified.

KNOW YOUR ENEMY

The Bug enemies you face throughout the game are divided into "families." There is one family of Bugs in each environment. Each family has a hierarchical structure and each member has an insatiable craving for death and bloody mayhem.

TERMITES and TICKS

These do not appear in every level as the Bugs need them only where great amounts of work have to be done. Although these are only lowly workers, they are still very dangerous!

SOLDIER

The soldiers are the main attack force of the hive. They specialize in close range combat. Don't let them anywhere near you!

GUARD

Guards are frighteningly resilient soldier bugs. They provide ruthless protection for the Queen and brain bugs. They will offer brutal opposition to anyone who tries to get past them.

BRAIN

The brains are the most intelligent of the Queen's servants. Brains are heavily armored and capable of defending themselves fiercely and effectively. Some may have the ability to "summon" other Bugs to protect them.

QUEEN

The larger hives will have a Queen controlling the Bugs, and laying eggs to increase the number of invaders on the ground. They are protected by an army of guards and soldiers and will not be as easy to kill as most other enemies. Some queens will have to be attacked in certain locations to weaken them. They normally will not leave the hatchery unless attacked.

HINTS & TIPS

- Mines are incredibly useful, and they're not just for stepping on anymore! You can throw them to blast open doors, bust up rocks and access secret areas, even to blow your enemies to bits! Keep your eyes open for opportunities to use them.
- When a special weapon is powered up, **HOLD** the fire weapon control for exciting new ways to destroy your enemies!
- Keep an eye on your scanner! Enemies may attack from all angles, and could be lurking anywhere.
- Each level has its own mission and sub missions. You will need to complete each one before progressing to the next level.
- If you are guiding civilians to a safe zone, watch your fire. Civilians are harmed by your weapons just as the Bugs are. Also, some of the troopers may still be alive. If so, they can aid you in your fight against the invaders.
- Look everywhere for pickups -- they may be well hidden, or contained within destructible items.
- Be careful when blowing away Bug Eggs -- some are ready to hatch!
- In **CO-OP** mode, the first player to enter a warp to the next level will take both players through to the next level. Some of these are one way warps—another good reason to stay together and work as a team!
- Don't waste your explosive projectiles!!
- **FOLLOW ON SCREEN INSTRUCTIONS.** You will regularly receive vital clues and information from on-screen text messages. You will not be able to finish the game if you ignore them.
- Use the **TOP C BUTTON** and **BOTTOM C BUTTON** to speed up or slow down vehicles.

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

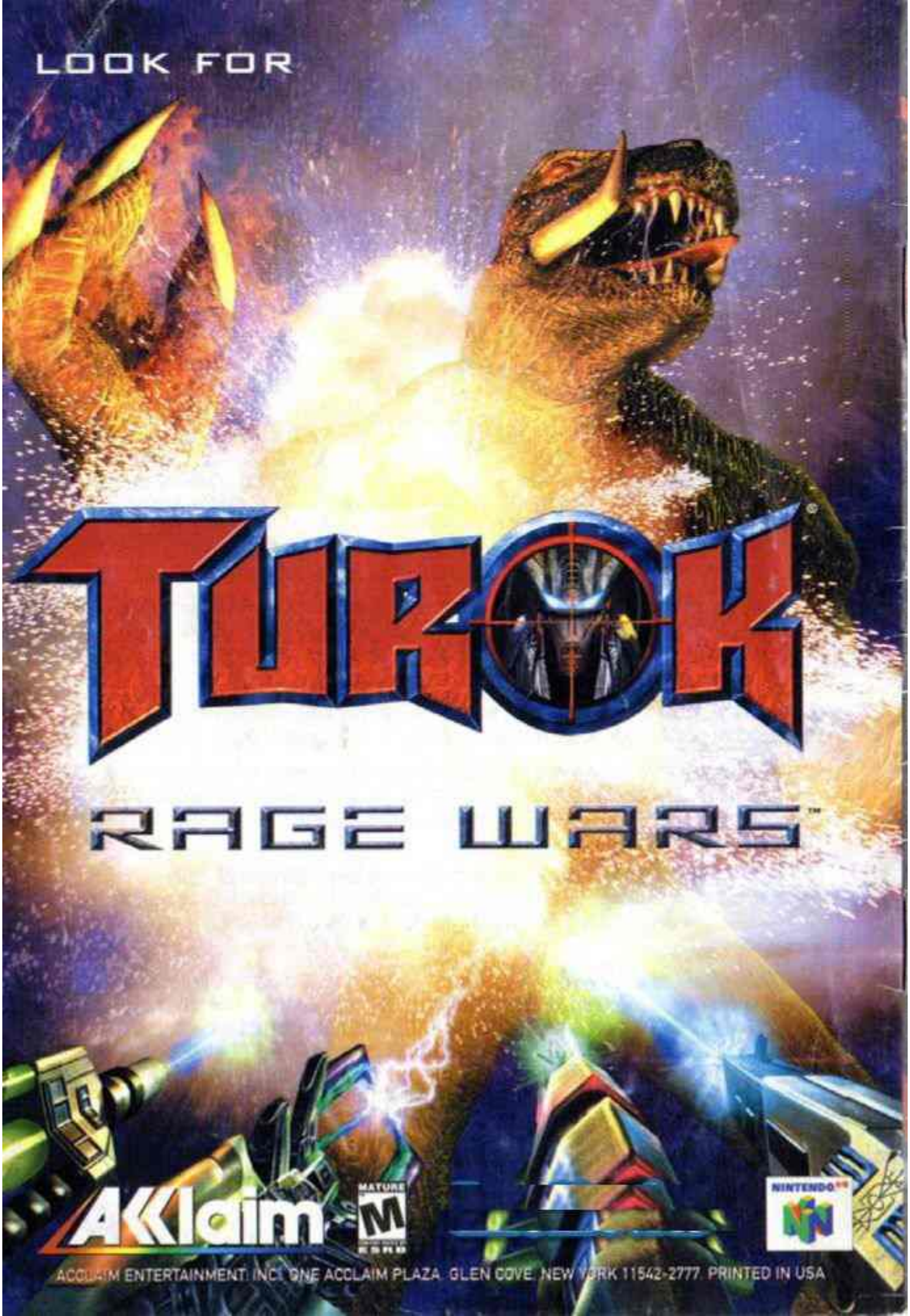
This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty-If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept. (516) 759-7800
Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.
One Acclaim Plaza, Glen Cove, New York 11542-2777

ARMORINES: PROJECT SWARM™ and Acclaim® & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios London. All Rights Reserved. TUROK®: RAGE WARS™ and Acclaim® & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. TUROK: ® & © 1999, GBPC, Inc. All Rights Reserved. Developed by Acclaim Studios Austin. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

www.acclaim.com



ACCLAIM ENTERTAINMENT, INC. ONE ACCLAIM PLAZA, GLEN COVE, NEW YORK 11542-2777. PRINTED IN USA